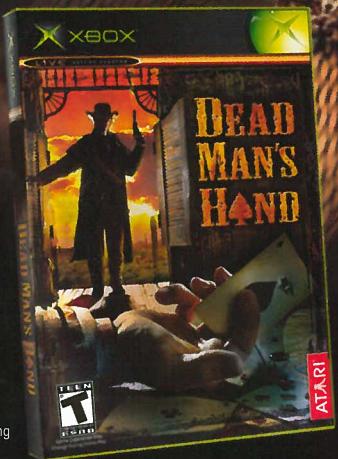


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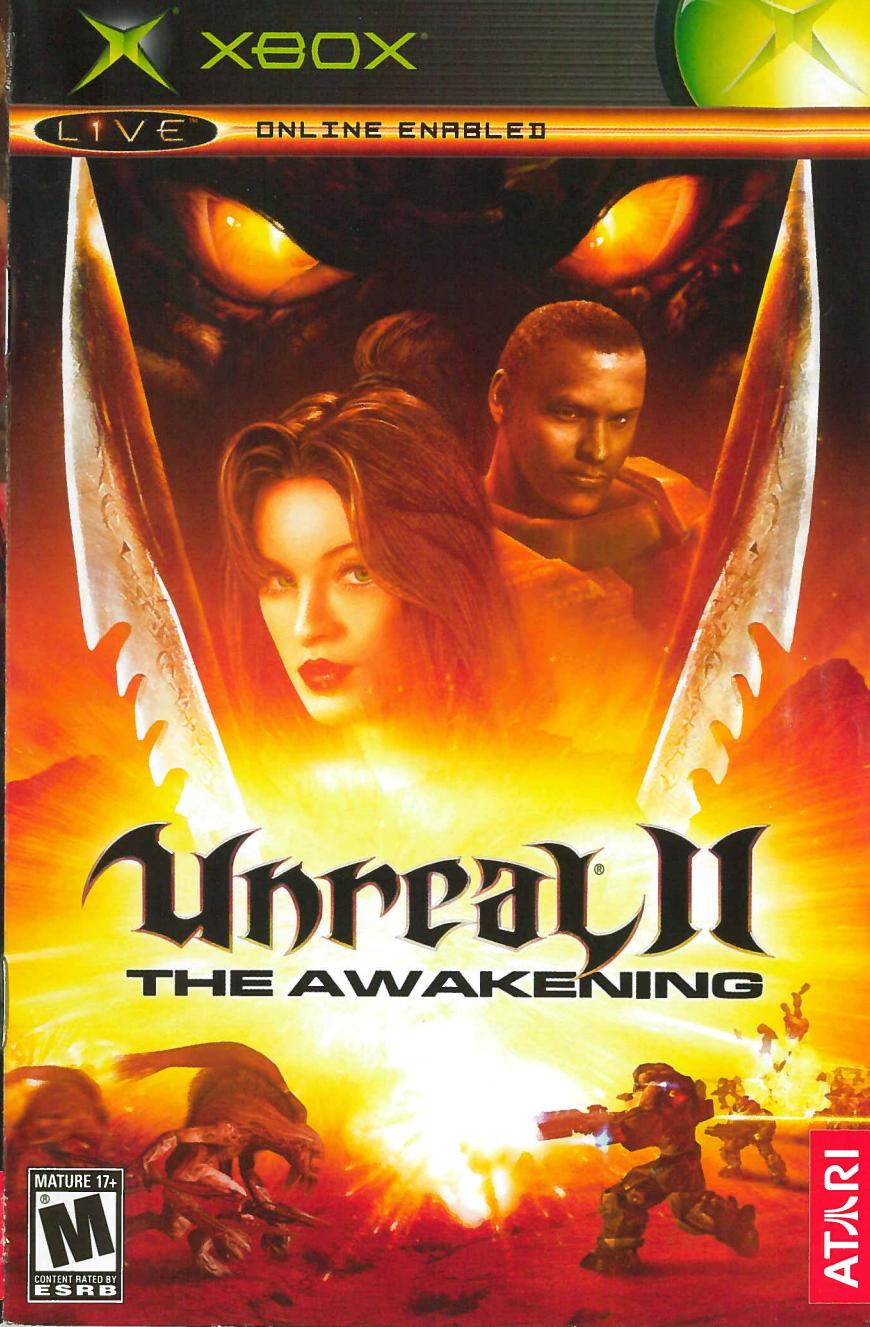
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Part # 23877M



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

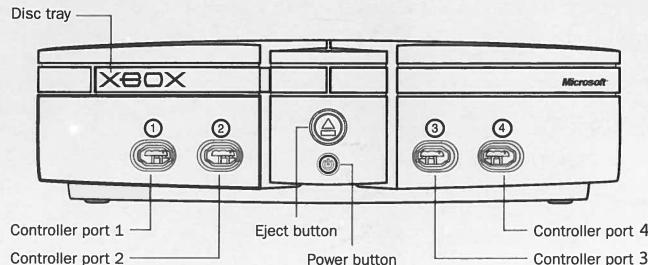
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GETTING STARTED

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Unreal® II – The Awakening* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Unreal II – The Awakening*.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

XBOX LIVE™

Take *Unreal II – The Awakening* Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable *Unreal II – The Awakening* Content

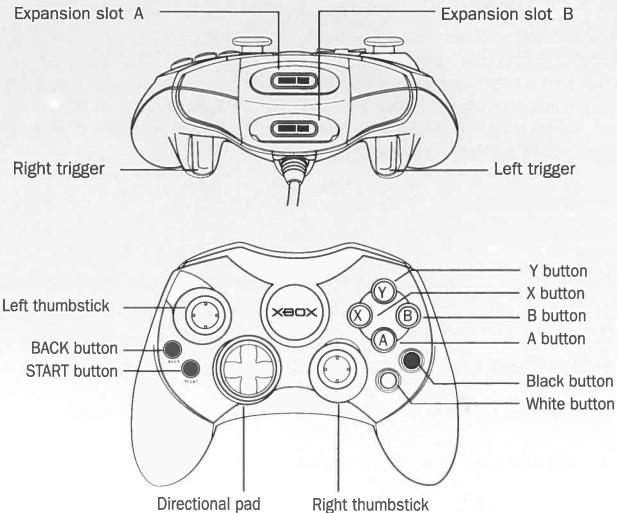
If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, missions, weapons, vehicles and more) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Unreal II - The Awakening*.



CONTROLS

ACTION	CONTROL
Look	Right thumbstick
Move forward / back	Left thumbstick up / down
Strafe right	Left thumbstick right
Third-person vehicle view	Right thumbstick button (XMP Only)
Strafe left	Left thumbstick left
Previous weapon	Y button
Crouch	Directional pad down
Next weapon	B button
Zoom	Right thumbstick button
Primary fire	Right trigger
Use/Reload	X button
Jump	A button
Jet Pack	A button X2 (XMP Only)
Secondary fire	Left trigger
Sprint	Left thumbstick button (XMP Only)
Display scores	White button (XMP Only)
Display objectives	Black button
Menu	START button

There are four preset configurations available. Controller map A is the default. To select a different control setup, select "Controller" in the Options Menu, and then select "Configuration."

Menu Controls

Use the **left thumbstick** or the **directional pad** to move through menus and highlight a menu selection. Press the **A button** to confirm a selection. Press the **B button** to cancel a selection or return to the previous menu.

STORY

Eight years after the Strider Wars ended, Earth resumed its expansion into space. The central government grew weak, and power passed to the major corporations funding the exploration and exploitation of new planets. Each of these corporations maintained a private force of mercenary soldiers to enforce its will, and law became largely a matter of "Might Makes Right."

As *Unreal II - The Awakening* opens, you are John Dalton, a Marshal in the Terran Colonial Authority. The TCA is an undermanned police force that patrols the outer reaches of space. Your job is similar to that of a Marshal in the Old West — you are the lone representative of governmental law and order, charged with keeping the peace in a vast and unruly territory.

MAIN MENU



SINGLE PLAYER: Begin a new game or load a saved game. You must select your existing profile or create a new one. See "Profiles" on page 7 for details. You can select either Normal or Hard difficulty.

CO-OPERATIVE: Play through the story with a friend. Make sure a Xbox controller is connected to controller port 2. To start a Co-op game, Player 2 must press the **START** button on the controller connected to controller port 2. If one player dies, the other player may heal him by pressing the **Use** button. If both players die, the game ends.

XMP: Play an Expanded Multiplayer Game against other players with *Xbox Live* or via System Link.

XMP Tutorial: Receive instruction on how the XMP game mode functions.

OPTIONS: Configure the game settings to your preferences. See "Options Menu" on page 7 for details.

PROFILES



Unreal II - The Awakening uses a profile system to save and load game data. Prior to starting a game, loading a game or entering the Options Menu, you are asked to select a profile or create a new one. Game progress and options settings are saved to the profile. You can save up to five profiles and each profile requires 18 blocks of memory on your Xbox Hard Disk.

Creating a Profile

To create a profile, press the **Y** button on the Select Profile screen. Enter your name at the New Profile screen. Use the **directional pad** or **left thumbstick** to highlight a letter and press the **A** button to select the highlighted letter. Once you've entered your name, select **DONE** and press the **A** button to save your profile.

Selecting a Profile

To use an existing profile, use the **directional pad** or **left thumbstick** to select a profile from the list on the Select Profile screen and press the **A** button. This will load your saved settings and game progress.

Deleting a Profile

To delete an existing profile, use the **directional pad** or **left thumbstick** to select a profile from the list on the Select Profile screen and press the **X** button. Press the **A** button to confirm the deletion or press the **B** button to cancel.

OPTIONS MENU



In the Options menu, you'll find several sub-menus that allow you to configure *Unreal II - The Awakening* just the way you like it. After choosing a profile, use the **directional pad** or **left thumbstick** to move through the menus and select items. Press the **A** button to confirm your choice. Press the **B** button to save your settings and return to the Main Menu.

GAME

Gore Level – Set the level of bloody detail: None, Medium or Full.

Show Subtitles – Turn the dialog subtitles ON / OFF.

Show Objectives – Turn the on-screen objective display ON / OFF.

Auto Switch Weapon – With Auto Switch Weapon turned ON, each time you pick up a new weapon, that weapon will be automatically equipped.

Crosshair Glow – When Crosshair Glow is turned ON, the crosshairs in the middle of the HUD will glow when a target is in your sights.

Radar – With Radar ON, the Radar interface will display in XMP Mode.

AUDIO

Adjust the volume of the in-game music and sound effects. Audio settings are displayed on a scale of 0 to 100, with 100 being the loudest setting. Use the **left thumbstick** or **directional pad** to decrease or increase the value. You may also turn ON or OFF the Message Beep that plays when new text messages are displayed.

VIDEO

Adjust the screen brightness, contrast and gamma. Video settings are displayed on a scale of 0 to 1.00, with 1.00 being the highest setting. Use the **left thumbstick** or **directional pad** to decrease or increase the value.

CONTROLLER

CONFIGURATION

There are four controller configurations. Use the **directional pad** or the **left thumbstick** to choose one. Press the **B** button to confirm your choice.

OPTIONS

Look X Sensitivity – Adjust speed of looking left and right.

Look Y Sensitivity – Adjust speed of looking up and down.

Invert Look Y – With Invert Look Y ON, moving the **right thumbstick** up will cause your view to tilt down and moving the **right thumbstick** down will cause your view to tilt up.

Spring Look Y – With Spring Look set to ON, your crosshair will slowly return to center when you release the Look control.

Vibration – Turn the Xbox controller vibration function ON / OFF.

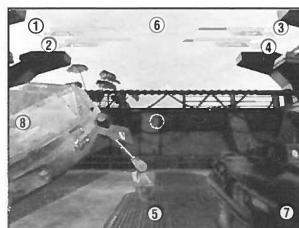
CHANGE NAME

To change your name, use the **directional pad** or **left thumbstick** to highlight a letter and press the **A** button to select the highlighted letter. Once you've entered your name, select **DONE** and press the **A** button to save your profile.

CREDITS

View a list of people who brought you this fine product.

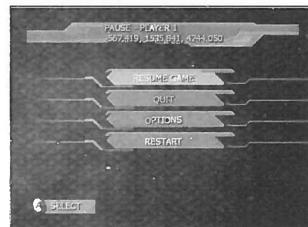
SINGLE-PLAYER HEADS-UP DISPLAY



Game information is displayed in the Heads-Up Display (HUD).

- Health Meter:** Indicates your current health.
- Shield Meter:** Shows the power remaining in your shield.
- Clip Meter:** Shows the amount of ammo left in your current clip.
- Ammo Meter:** Shows how much ammo you have in reserve.
- Subtitles:** Subtitles for spoken text appear at the bottom of the screen.
- Objectives:** Press the **Black** button to display your current objectives.
- Extra Equipment:** This icon is displayed when you have additional equipment that is ready to be deployed.
- Dialog Options:** When you have response choices for dialog, the response options will be displayed here.

PAUSE MENU



Press the **START** button to pause the game and bring up the Pause Menu. Use the **left thumbstick** or **directional pad** to select an option and press the **A** button to confirm.

Resume Game: Get back to fraggin'.

Quit: Give up and let the bad guys win.

Options: Adjust gameplay settings. See "Options Menu" on page 7 for details.

Restart: Start the current level over again.

TERRAN MILITARY HARDWARE

Dispersion Pistol

Alternate Names: LEPEW-13 or "Law Enforcement Personal Energy Weapon, Type 13," also known by cops as a "Dispersion Pistol," or more derisively as a "popgun."

Ammo: Does not need ammo; recharges from a small quantum source in the handle.



Primary Fire: A fairly low-power, slow-moving quantum energy pulse.

Alt-Fire: A pulse with a higher energy level. The weapon charges up over time, stores the charge in a capacitor, and releases a higher-power blast.

Uses: While the Dispersion Pistol is a fine weapon for a law enforcement officer, it was not designed for military use and is ineffective in high-intensity combat. Use it only as a last resort.

CAR

Alternate Names: M32(A2) 5.56mm Combat Assault Rifle, standard issue weapon for Military Infantry. Nicknamed the "Duster."



Ammo: Depleted uranium shards.

Primary Fire: Very high rate of automatic fire.

Alt-Fire: A cluster of five shards packed together to form a single, slow-moving slug. The slug will break apart on impact, allowing you to bounce the shards off walls and around corners.

Uses: The CAR is the standard infantry weapon for the Terran Military grunt. Very effective overall — you can hose down an area using the primary fire mode or deliver a lethal single punch with the alternate fire.

Grenade Launcher

Alternate Names: M406 "Hydra" 40mm Grenade Launcher, so-named for the multiple ammo types. Used by a wide variety of military forces.



Ammo: Fires six grenade types:

- Fragmentation:** Enormous explosive power and needle-sharp carbon steel fragments. Absolutely lethal in close quarters.
- Toxic gas:** Sprays out a cloud of neurotoxic gas that is so caustic it eats through metal armor.
- Incendiary:** Sprays burning phosphorus that sets almost anything on fire.
- Smoke:** Lays down a smokescreen to help you escape from your enemies.
- Concussion:** Sends out a shockwave that will knock down most enemies.
- EMP:** Massive electro-magnetic pulse that will instantly disable almost any electrical system.

Primary Fire: Tapping the primary fire lobs out a grenade that explodes on contact. Holding down the Primary Fire button engages the timing mechanism so the grenades do not explode until after a few seconds have passed.

Alt-Fire: Switches to the next grenade type, if you have any in your inventory. In an XMP game the Alt-Fire control releases a second type of grenade.

Uses: The grenade launcher is an amazingly versatile and effective piece of military hardware, perhaps the best all-around portable weapon in the Terran arsenal.

Shotgun

Alternate Names: M700 12G Semiautomatic Riot Shotgun, affectionately called the "Crowd Pleaser."

Ammo: Uses standard 12-gauge shotgun ammunition.

Primary Fire: A single shell containing 16 pellets.

Alt-Fire: Incendiary slugs with a wider spread and shorter range.

Uses: This gun is absolutely devastating at close range — perfect for clearing a room or taking out an enemy (or small group of enemies) right in front of you. Don't use it at long distances — the effectiveness drops off quickly as the pellets scatter.



Flamethrower

Alternate Names: UA69 "Vulcan" Flamethrower. Used by Urban Assault Units of the Terran Heavy Infantry.

Ammo: Canisters of napalm.

Primary Fire: A jet of flaming gas.

Alt-Fire: A spray of unignited napalm that will stick to almost any surface, and which can be ignited by several of your other weapons.

Uses: This is the most lethal short-range weapon in the Terran arsenal — you can incinerate entire squads of enemies at close quarters.



Magnum

Alternate Names: P400 "Avenger" .50 caliber Semiautomatic Pistol, standard sidearm for Terran Military Special Forces.

Ammo: Uses .50 caliber explosive ammunition.

Primary Fire: A standard single shot. Very accurate and very powerful.

Alt-Fire: A three-round burst with an even bigger punch.

Uses: The Magnum is the most powerful sidearm out there. Best for medium-range targets, when you're too far away for the shotgun, but too close for the sniper rifle.



Rocket Launcher

Alternate Names: MP3 Man Portable Rocket Launcher, Type 3, called the "Shark" by the units that use it (probably because of the weapon's appearance).



Ammo: Self-propelled rockets with four thrusters and explosive warheads that detonate on impact.

Primary Fire: Four missiles bound together as one rocket.

Alt-Fire: Releases the four component parts of a rocket as individual missiles — they are unstable in flight and hence are called "drunken" missiles.

Uses: Nothing beats the primary fire mode for accurate, long-range devastation with significant splash damage. The alt-fire drunken missiles are wildly unpredictable, but are good for saturating an area or providing suppressing fire.

Sniper Rifle

Alternate Names: Type 72 Sniper Rifle, the "Widowmaker." Favorite of snipers in the Special Forces.



Ammo: Fires .50 caliber depleted uranium slugs.

Primary Fire: Fires a single shot.

Alt-Fire: Toggles the scope ON and OFF. Use the right thumbstick button to zoom in or out.

Uses: The T72 is a highly specialized weapon that should be used only for long-range sniping, but it does its job very, very well. Its targeting system compensates for wind and other variables to create an instant hit on virtually any target you can see.

ALIEN WEAPONS

Energy Rifle

Alternate Names: Izarian energy weapon, dubbed the "Shock Lance" by Isaak.



Ammo: Izarian energy crystals derived from ASMD technology.

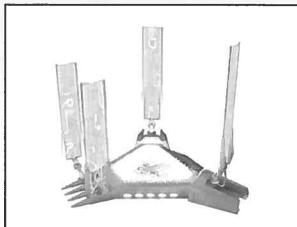
Primary Fire: Generates two fast-moving plasma bolts that do relatively small amounts of damage — but the rate of fire is very high, allowing you to put many bursts on a target in a short period of time.

Alt-Fire: An EMP burst that detonates on impact. The EMP burst is particularly effective against machinery.

Uses: The Shock Lance won't pack much punch against most enemies, but it's lethal to any automated defenses.

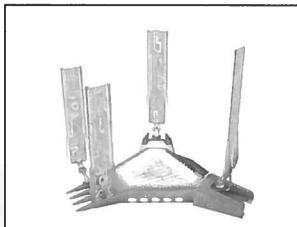
OTHER ITEMS

HEALTH STATION



Step inside the yellow station to recharge your health.

POWER STATION



Step inside the blue station to recharge your shields.

AMMO PICKUPS

Run over ammunition to pick it up. If you already have a full supply of that kind of ammunition, you will not pick it up. Otherwise, the pickup will disappear and the ammo will be added to your inventory.

EXPANDED MULTIPLAYER GAME (XMP)

Join your friends online with the Expanded Multiplayer Game (XMP). You'll need more than a quick trigger finger to dominate the battlefield. You'll need an arsenal of weapons, vehicles and, above all, teamwork.

Starting a game

1. Choose XMP from the Main Menu.
2. Select a Profile.
3. Select Xbox Live or System Link.
4. Input verification code (Xbox Live only).
5. Select create game.
6. Set game options (see below).
7. Start the game.

XMP XBOX LIVE GAME OPTIONS

Quick Match

Select Quick Match to search for a game. A Lobby screen appears with the game name, players in the game, and selections to enter the game or go back.



OptiMatch

Search for a particular type of game based on the number of players, maps, etc. Select from the list of matching games. The Lobby screen will appear as in a Quick Match.

Create Session

Set the following options when creating a game:

Maximum Players – Set the maximum number of players in your match.

Private Slots – Choose how many spaces in your game are reserved for Friends.

Level – Select the map in which to play.

Team Talk – Choose ON for players to only hear teammates' conversation, OFF so all players can hear each other.

Time Limit – Choose the length of the game in minutes.

Skill – Set the standard skill level required for players.

Map Cycle – Automatically progress to the next map at the end of a match ON/OFF.

Dedicated Server – Allow your Xbox console to be used as a dedicated host for the match. Note: This means that you will not be able to participate in the match.

Friends

Displays your Friends list, their online status, Friend requests sent or received and game invitations.

Options

See XMP Options Menu on page X for details.

Content Download

Download new *Unreal II – The Awakening* content for XMP (eXpanded Multi-Player).

Controller Options

Controller options are the same as a single-player game. See "Controller" on page 8 for details.

XMP SYSTEM LINK GAME OPTIONS

Create Game

Set the following options when creating a game:

Maximum Players – Set the maximum number of players in your match.

Level – Select the map in which to play.

Team Talk – Choose ON for players to only hear teammates' conversation, OFF so all players can hear each other.

Time Limit – Choose the length of the game in minutes.

Map Cycle – Automatically progress to the next map at the end of a match ON/OFF.

Dedicated Server – Allow your Xbox console to be used as a dedicated host for the match. Note: This means that you will not be able to participate in the match.

Join Game

Select the Join Game option to view a list of available matches. Choose a match and you will be taken directly to the Lobby.

Options

See XMP Options Menu below for details.

XMP OPTIONS MENU

In the XMP Options Menu, you'll find several sub-menus that allow you to configure XMP to the way you like it. Navigation of this menu is the same as the single-player Options Menu.

Online

Appear Offline – Makes you appear Offline to other players. (Xbox Live only.)

Voice Mask – Allows you to alter how other players hear your voice. There are several different Voice Masks available, including: Anonymous, Cartoon, Bigguy, Child, Robot, Darkmaster and Whisper.

Voice Through TV – Make other players' speech come through the TV speakers, rather than the Xbox Communicator.

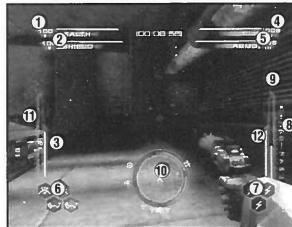
Game

Gore Level – Set the level of bloody detail: None, Medium or Full.

Radar – With Radar ON, the Radar interface will display in XMP Mode.

The following remaining options are the same as in a single-player game: Audio, Video, Controller, and Change Name. See "Options" on page 7 for details.

XMP HUD



The XMP HUD differs from the single-player game. It displays team as well as player information.

- 1. Health Meter:** Your current health.
- 2. Shield Meter:** The power remaining in your shield.
- 3. Sprint Meter:** Your remaining sprint power.
- 4. Clip-Ammo Meter:** The amount of ammo in your current clip.
- 5. Remaining Ammo Meter:** The total amount of ammo you have left.
- 6. Artifact Status Icons:** Indicates artifact status. When you've stolen one it becomes highlighted. If one has been stolen from your team, it flashes.
- 7. Generator Status Icons:** Indicates if the Energy Generators are offline or online. When online, they will have the color of the team that activated the generator. These change to a team color when hacked.
- 8. Energy Status Icons:** A host of red and green icons. Red indicates offline. Green indicates online. See "Energy Supplies" on page 21 for details.
- 9. Team Energy Meter:** See "Team Energy Meter" below for details.
- 10. Radar:** See "Radar" on page 18 for details.
- 11. Velocity:** The speed at which you are traveling.
- 12. Personal Energy Meter:** Your energy supply for double-jumps, placing deployables, hacking objects, etc. It refuels by draining energy from your team.

TEAM ENERGY METER

The blue bar on the right side of your HUD indicates your team's current energy level. If a team's energy drops to zero, that team loses.

To the right of the bar are icons that indicate technology that is online and offline. If the icon is green, your team can use that technology. If the icon is yellow, that technology is about to go offline. If the icon is red, the technology is offline, and unavailable to your team.

Below are the icons that show up on your team energy meter, from the top:

	Artifact Node
	Supply Packs
	Manned Turrets
	Rocket Turrets
	Land Mines
	Field Generators
	Laser Tripmines
	Auto-Turrets
	Vehicles
	Supply Stations

RADAR

At the bottom-center of the screen, the radar shows points of interest on the map. Artifact nodes, energy sources, deployment points, teammates and vehicles are displayed as icons relative to your position. The color of the map's border (red or blue) indicates the direction of the corresponding team's Artifact Node.

Below are the icons that show up on your radar:

	Artifact Node
	Energy Source
	Deployment Point
	Ranger Teammate
	Tech Teammate
	Gunner Teammate
	Teammate Needs Health
	Teammate Needs Repair
	Teammate Needs Ammo
	Raptor
	Harbinger
	Juggernaut
	Teammate is chatting
	Teammate needs reviving
	You

CHARACTER CLASSES

There are three character classes in *Unreal II*: the fast and deadly Ranger, the versatile and resourceful Tech and the powerful and hearty Gunner. All classes have certain skills, but they are not equally capable of performing them. While all classes can hack, the Tech is much faster than the other two classes. All classes can revive fallen comrades, but only the Ranger is capable of healing them once they are revived.

Each soldier enters the battlefield carrying equipment issued to his class. Amongst this equipment are Supply Packs that each class can drop for use by either themselves or a teammate. The Ranger drops medical packs, the Tech drops repair packs, and the Gunner drops ammo supply packs. To deploy a Supply Pack, select the pack from your inventory and press the Primary Fire button. To use a deployed Supply Pack, walk over it.

TECH

As a trained electrical and mechanical engineer, the Tech can not only repair armor and hack into electronic equipment, but also deploy turrets, generators and defenses in the field. Techs wear medium-grade armor, giving them moderate protection from small arms fire and allowing them to access and alter a wide variety of electrical devices.



Skills

Hacking: Techs are more proficient hackers than other classes.

Repair: Techs can repair a teammate by using them.

Weaponry

Assault Rifle: Medium damage, large clip and a high rate of fire.

Shotgun: A close-quarters weapon with a wide spread.

EMP Grenade: Highly effective versus vehicles, armor, and equipment, it also causes electrical burns to flesh targets.

Toxic Grenade: Deploys cloud of caustic gas that is highly deadly with a direct hit, and lingers in a deadly cloud.

Turrets: Rocket turrets and Auto-turrets provide valuable defensive units.

Field Generators: Deployable field walls used to block strategic areas.

Packs

Repair Packs: Supply the user with shield power.

GUNNER



The Gunner specializes in close assault, high-power weaponry and demolitions. Gunners wear heavy-powered armor, offering the most protection available in combat. Unfortunately, it also slows movement. Given their size and strength, Gunners are capable of carrying additional supplies for the entire squad.

Skills

Resupply: Gunners can re-supply a teammate with items and ammo.

Weaponry

Rocket Launcher: A high-powered weapon that has a target-seeking alternate fire.

Flamethrower: A deadly close-quarters weapon. What it lacks in range, it makes up for in power. Alternate fire mode allows defensive use.

Incendiary Grenades: Antipersonnel grenades that burst over a large area, inflicting heavy damage.

Concussion Grenades: Flashbang concussion grenades blind and disorient opponents, and can be used to effectively disrupt vehicles.

Mines: Fatal if touched by an enemy or a vehicle.

Laser Tripmines: Can isolate and protect an area when carefully placed.

Packs

Supply Packs: Supply the user with ammunition and inventory.

RANGER



The Ranger is both angel of mercy and angel of death. His primary purposes are infiltration, assassination and medical aid. Equipped with light, precision weaponry, Rangers wear armor built for speed and concealment. The Ranger is the fastest of the classes, and can jump to greater heights due to his low weight, but the light armor provides little protection from heavy weaponry.

Skills

Healing: Rangers can heal a teammate.

Weaponry

Sniper Rifle: Precision targeting with high-damage, armor-piercing shells, limited only by its small clip.

Pistol: A rapid-fire, high-caliber weapon with high accuracy.

Smoke Grenade: A well-placed smokescreen can effectively nullify an enemy's ability to attack or defend.

Frag Grenade: A fragmentation grenade that provides decent splash damage over a small area.

Shock Lance: An ASMD-based energy weapon, which causes high amounts of electromagnetic damage. It's particularly effective against armor, vehicles and other electronic devices.

Packs

Medical Packs: Supply the user with health.

POINTS OF INTEREST

Using and Hacking

There are many usable items on the map. A reticule will highlight usable items. When you look at a usable item, the reticule changes, showing you can use it by pressing the Use button.

Some of these items can be hacked. Hackable objects can be programmed to react to only one team. A single team can control doors, generators, deployment points and other items. To hack an item, press and hold the Use button. Hacking takes time, so you must hold the Use button until it is completely hacked.

Skills

Each Character class has the ability to perform a skill unique to their class. To use a skill, look at a player, and when the use reticule indicates that you can use the player, press and hold the Use button. **Note:** You can only use skills on players on your team.

Ranger – Replaces lost health.

Tech – Replaces lost shields.

Gunner – Replaces lost ammo.

Note: Players requiring health, ammo or shields will have the corresponding icon placed above their head (next to their name) so that teammates are aware of their needs.

Reviving

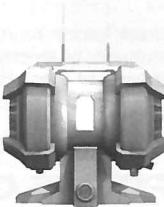
All characters may revive fallen teammates displaying a skull next to the player's name. This is achieved by looking at the downed player, when the use reticule is displayed press the use button to revive them.

The Tech and Gunner revive the player to 1 health. The Ranger can fully revive the player to 100 health (see above).

Note: If a fallen teammate does not have a skull above next to their name they cannot be revived. This means that the player has chosen to press Fire to and is waiting to respawn back into the game via a deployment point.

Energy Supplies

As a member of an elite combat unit, you deploy with powerful hardware and skills. However, this does come with a price — energy. Without energy, the war machine soon grinds to a halt. Skills, jump jets, vehicles, turrets, stations, artifact nodes, and deployed items such as mines and field walls require power to continue functioning.



At the start of the match, each team starts with an initial store of energy. However, quick control of more energy sources is vital to establishing an advantage over your enemy. The amount of energy available to your team depends on the amount of energy each team has extracted and collected with generators. To take control of an energy source, hack it to your team by pressing and holding the Use button. Once you have hacked a generator, power will flow to your team. Depriving another team of energy sources will cause them to drain their stores.

The colored lightning bolts on the lower-right side of your HUD display hacked generators. The orange gauge on the lower-right side of your HUD indicates your personal energy. This energy draws from your team's energy — indicated by the larger blue gauge to the right.

As you acquire more energy, more technology comes online for your team. If you lose energy, technology goes offline. The icons on the lower-right of the screen indicate the status of your technology.

As energy rises and technology goes online, your team acquires new inventory from supply stations or supply packs.

Death and Deployment

If you are critically wounded on the battlefield, you can wait for first aid or choose redeployment. Any class can revive a downed teammate, but only the Ranger can fully heal a teammate.

You deploy from Deployment Points throughout the map. While waiting for deployment you may jump from one Deployment Point to the next available Deployment Point by pressing the Jump button. Press the Fire button to lock into a Deployment Point and teleport to the battlefield at the next deployment time. Deployment times are staggered between Deployment Points so if you wish to deploy rapidly, certain points may get you back into the field faster.

Hacking a Deployment Point in the battlefield will give your team a strategic advantage over your opponents. To hack a Deployment Point, simply Use it until it is hacked to your team.

Vehicles

There are several vehicles at your disposal, each with its own capabilities. All vehicles have multiple crew positions. Use the vehicle's cab or turret to enter and take control of that position in the vehicle. Other occupants will be shown at the right of the screen.



Vehicles have unlimited ammunition, but driving or firing a vehicle weapon draws energy from your team. Each vehicle has a turbo boost capability. To engage the turbo, press the Run button.

Artifacts

Each team begins the match holding two of the four artifacts at its base. Your HUD shows the status of each artifact in the lower-left corner. The background color of each artifact indicates the team to which it is registered. An artifact stolen by the opposing team will flash. Artifacts dropped in the world will go dim. If you are carrying an artifact, the border will be highlighted with a yellow glow.



Artifact Node

To steal an artifact, you must enter the enemy's base and pass through its Artifact Node. To claim the artifact for your team, you must return to your base and pass through your own Artifact Node to register the artifact. Your team must gain control of all four artifacts to win the match. An artifact dropped in the field will return to its Node immediately if the controlling team touches it.

Turrets

There are different types of stationary turrets to defend key locations. Stationary turrets offer a good defense. Like vehicles, they deplete team energy while in use.



To control a stationary turret, locate the nearby VR Control Pod and press and hold the Use button. Once inside the Pod, you will take control of the turret and be able to fire. Be aware that the VR Pod is more vulnerable to damage than the turret itself.

Advanced Movement

Sprinting allows for brief, rapid movement. The vertical orange gauge on the lower-left side of your HUD indicates the adrenaline available for sprinting. You sprint by pressing and holding the Run button. The large vertical blue gauge to the left of the Sprint Gauge indicates your overall speed. Adrenaline restores over time and uses no power to recharge.

Jump jets give you a brief burst of upward momentum, allowing you to jump higher and farther. Jump jets can be engaged at any point after you jump by pressing the Jump button again. The timing of the jump allows

for a myriad of jumping capabilities, ranging from super-high jumps, to distance jumps, to the softening of a landing from a great height.

The design of jump jets differs slightly from class to class to meet the restrictions of their weight and capabilities. Jump jets draw energy from your power armor each time they are engaged, and can only be engaged once per jump. Combining mantling with jump jets allows a skilled combatant to reach a variety of locations.

GAME TIPS

- Keep moving. A moving target is more difficult to hit than a stationary one. Strafing is a great way to avoid getting shot while keeping your crosshair on your enemy. Use it or lose it!
- Weapons with explosive payloads, such as the Rocket Launcher, create "splash damage." Use this to hurt your enemies by aiming near them or on the ground in front of them. A couple of good splashes will take out your opponent in no time.
- Many weapons are great for close combat, while others are better suited for long-distance play. For instance, the shotgun is great in close quarters while the zoom of the Sniper Rifle makes it the ultimate long-range gun.
- Many of your weapons cause splash damage that will injure you if they explode nearby. Be careful where you shoot.
- If you're unsuccessful jumping to a spot that looks accessible, hold down the Jump button to "mantle" and you may be able to pull yourself up.

ADVANCED TECHNIQUES

- Some weapons will cause momentary panic among your enemies. Take advantage of their disorientation.
- Dead enemies are often a great source of ammo and extra energy.
- You can ricochet shots off walls and around corners to take out an enemy. Both the Grenade Launcher and the alt-fire function on the CAR are effective ricochet weapons.
- Use cover. Your enemies will.
- The Flamethrower is a much more versatile weapon in XMP than in the single-player game. Try using it in a low-gravity environment.
- Need to go vertical in a hurry? Try firing a concussion grenade at your feet as you jump.

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